

```
1 void manipulate () {  
2     // code  
3     synchronized (syncObj) {  
4         // critical section  
5     }  
6     // code  
7 }
```

**FIG. 1**

```

1  shared objects:
2  flag[0..n-1] in {-1, .. n-2}
3  turn[0..n-2] in {0, .. n-1}
4  flag[i] <- -1
5  <entry>
6  for k=0 to n-2 do
7      flag[i] <- k
8      turn[k] <- i
9      while      (there exists j!=i,
10                  flag[j] >= k and
11                  turn[k] = i) do nothing
12
13  <critical section>
14
15  <exit>
16  flag[i] <- - -1

```

**FIG. 2**



```

<entry>

for (int k=0; k <= (to numThreads-2); k++) {

    flag[tid] = k; //"tid" is "i" in Peterson's
    algorithm

    turn[k] = tid

    toYield = 0;

    do {

        if (toYield++ >= YieldCount)

            Thread.yield();

        allflag = false;

        for (int j=0; j < numThreads; j++) {

            if (j==tid)

                continue;

            allflag = allflag || (flag[j] >= k);

        }

        } while (allflag && turn[k]==tid);

    }

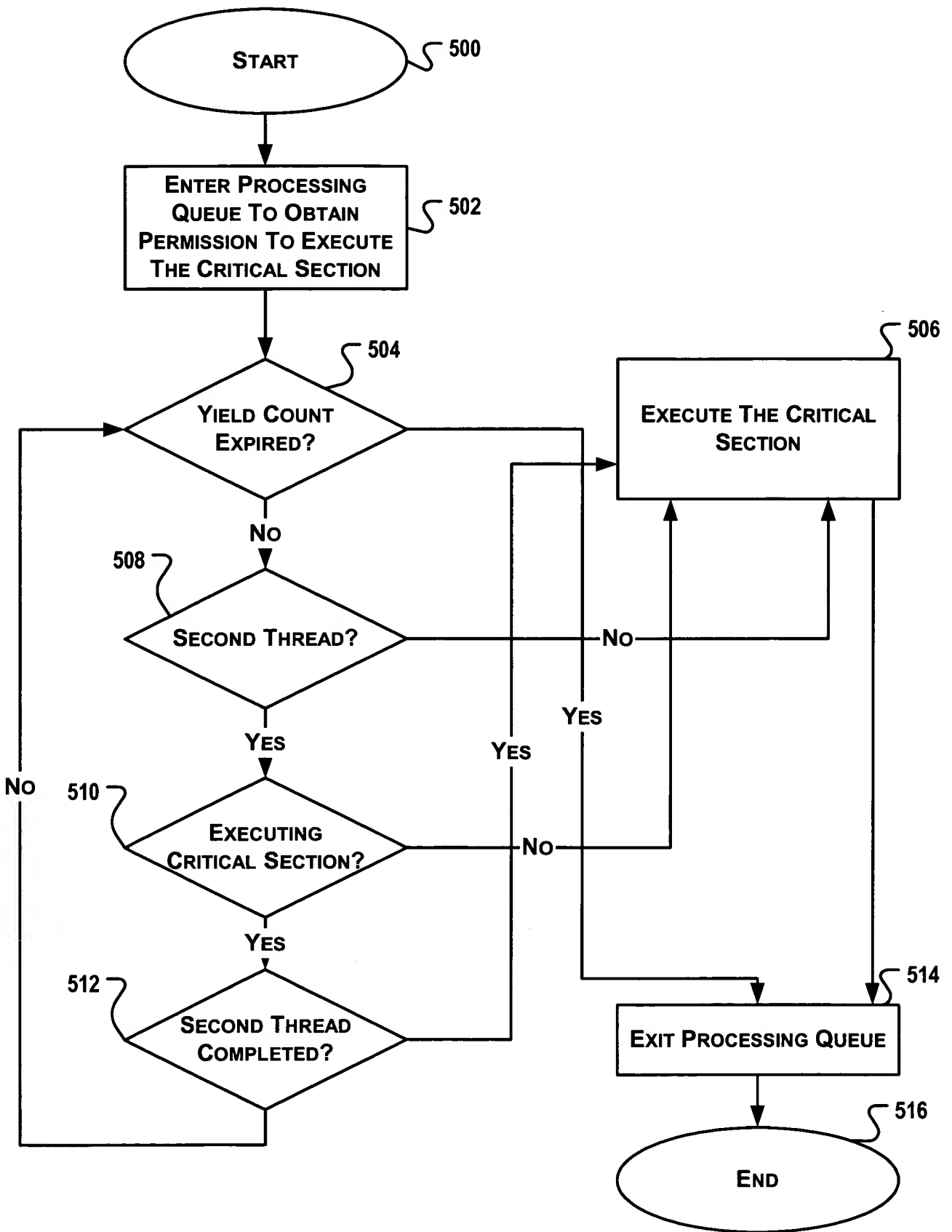
//critical section

//exit

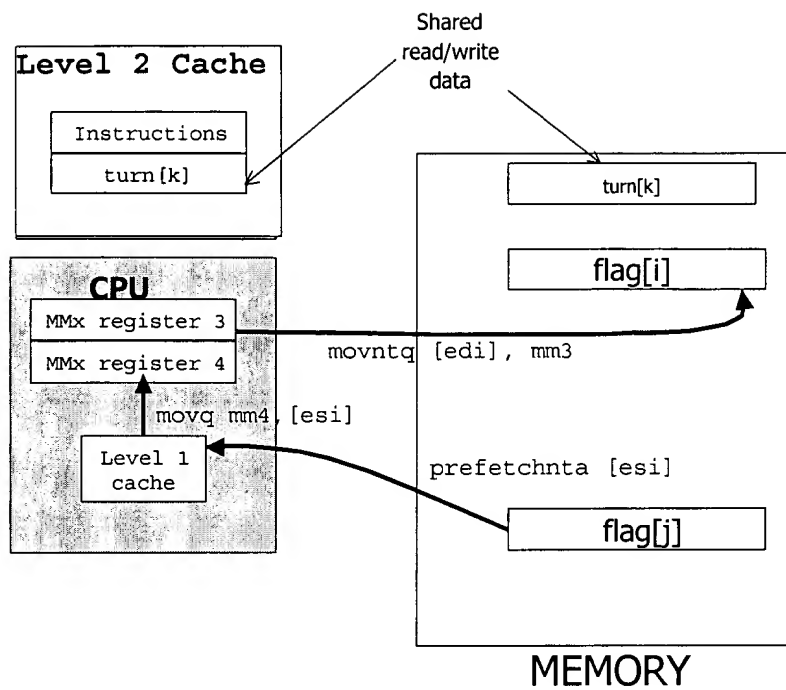
flag[tid] = -1

```

**FIG. 4**



**FIG. 5**



**Key:**  
 prefetchnta = Non Temporal  
 movntq = Streaming Store  
 movq = Normal Read or

**FIG. 6**